GAUNTLET®

SEVEN SORROWS™

TEEN
T
CONTENT RATED BY ESRB

INSTRUCTION MANUAL

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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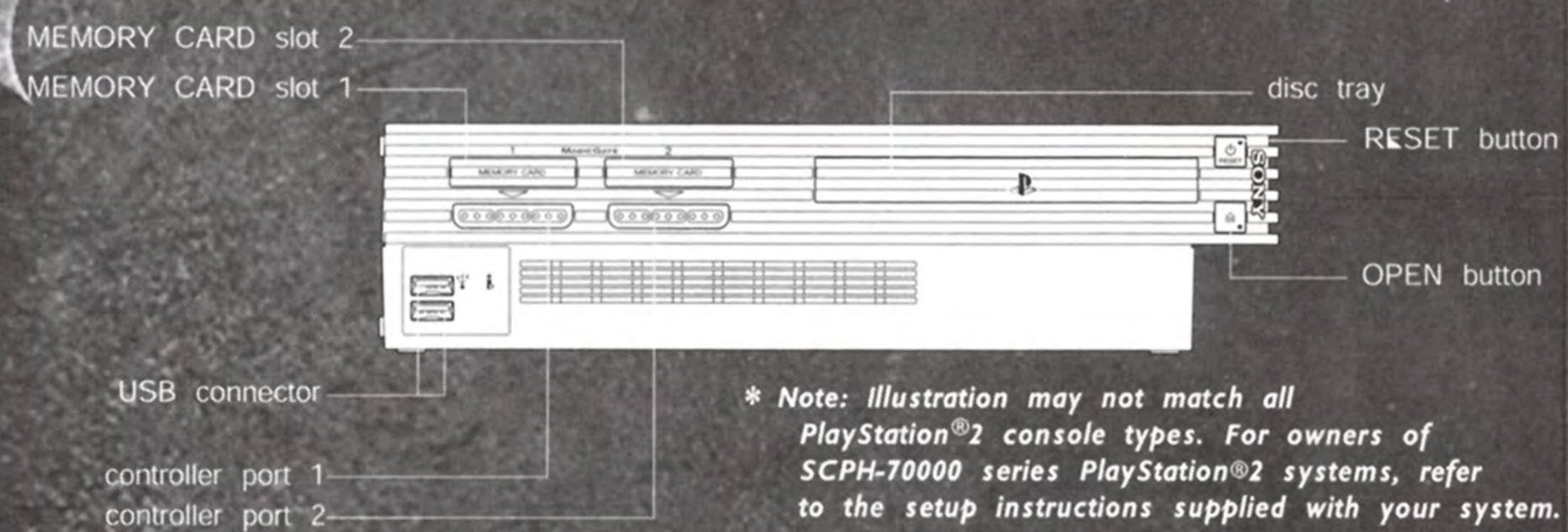
GETTING STARTED



** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

When the power indicator lights up, press the OPEN button and the disc tray will open. Place the "Gauntlet : Seven Sorrows" disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MULTITAP COMPATIBLE

Gauntlet : Seven Sorrows supports up to 4 players. Use a multitap (for PlayStation®2) to gain access to 4 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B etc when using a multitap (for PlayStation®2).

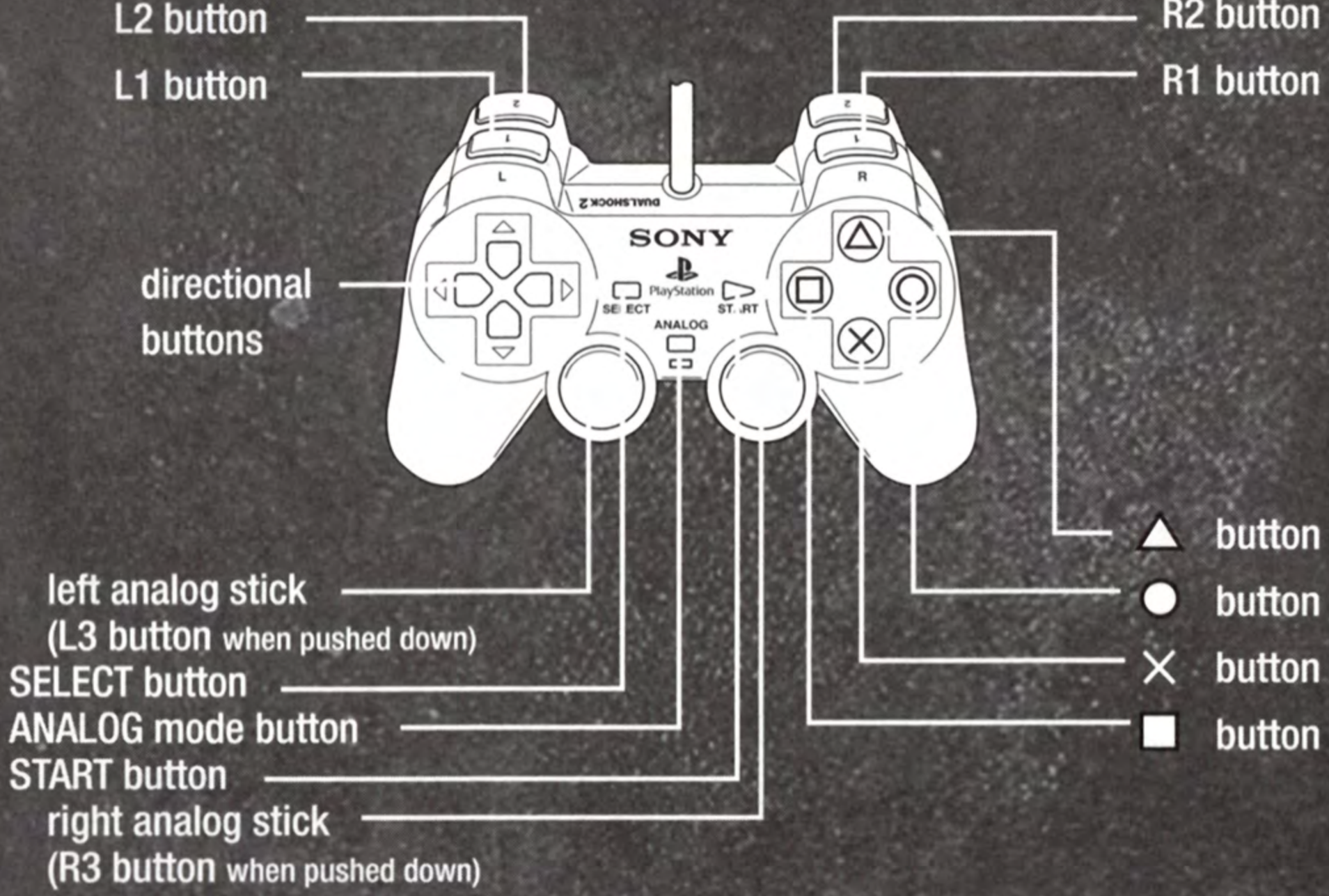
USB HEADSET TROUBLESHOOTING

During gameplay, if your USB headset is plugged into your PlayStation®2 console, and you are not able to chat with your opponent :

- Your opponent may not have a USB headset connected to their PlayStation®2.
- Your opponent may be connecting to the internet through a dial-up modem connection. [if dial-up is not supported]
- You and your opponent may have a low quality connection to each other.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Gauntlet: Seven Sorrows does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

SAVING PROGRESS

Gauntlet: Seven Sorrows uses a save feature that saves to your memory card (8MB) (for PlayStation®2) at the end of each level. Follow on-screen instructions to save your game. If you quit a game prior to completing a level, you won't be able to save.

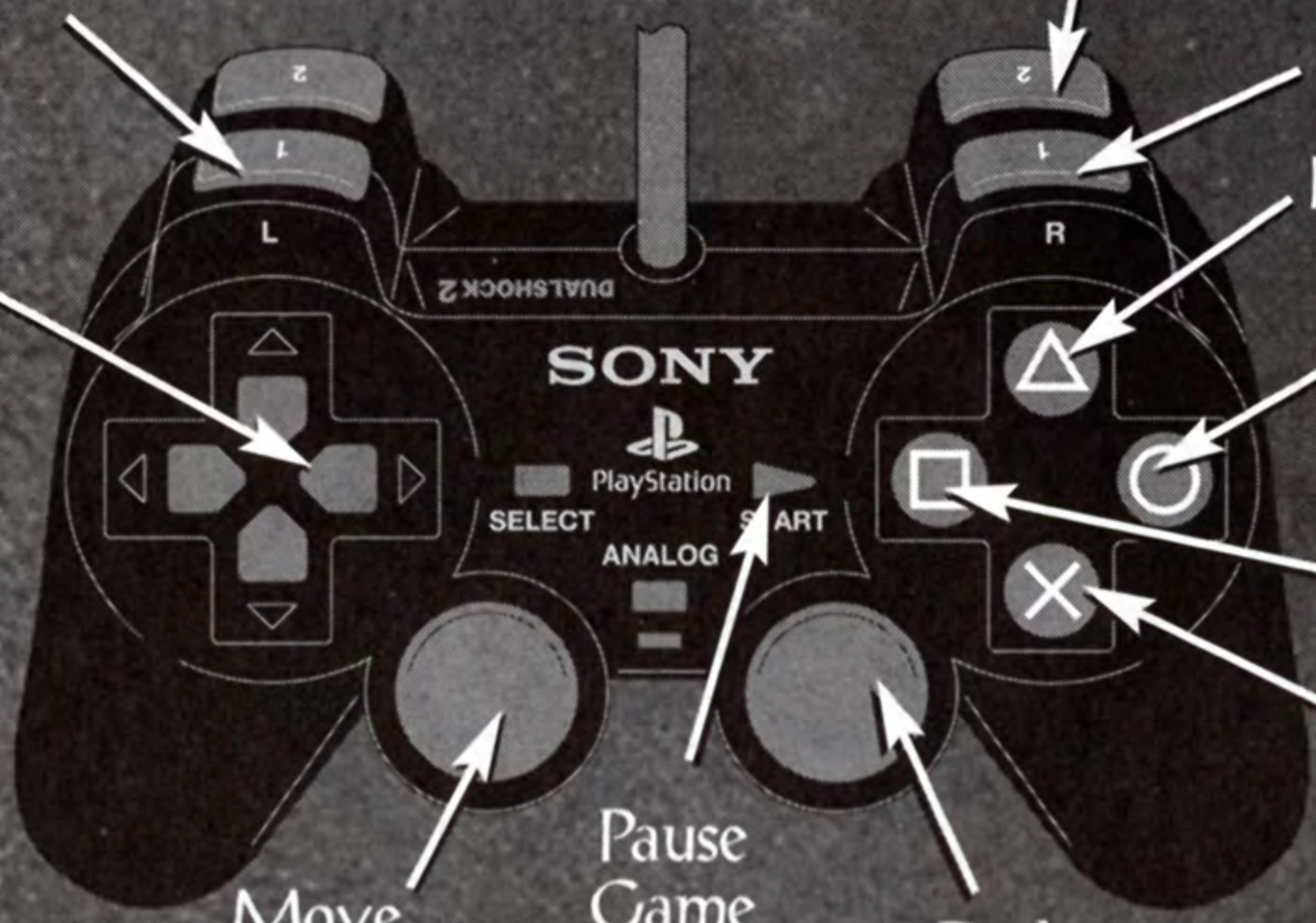
QUITTING A GAME IN PROGRESS

During the game, press the START button to display the Pause Menu. Press the directional buttons ↓ to select Quit Game, then press the ⊗ button. To confirm exiting the game without saving, press the ⊗ button.

MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (↑, ↓, ← or → depending on the menu) to highlight a selection.

DEFAULT CONTROLS



HACK

A powerful attack that breaks blocks. It can be dodged.

SLASH

A sweeping attack that affects multiple enemies, can be blocked.

LAUNCH

An attack that launches enemies into the air, can be blocked.

PROJECTILE

Ranged attack, can be blocked.

BLOCK

Block enemy attacks. Must be held to continue blocking.

INTERACT

Press to interact with chests and switches. Hold to turn crank switches.

MANA BLAST

Area of Effect attack that does heavy damage to all enemies onscreen. Weaker enemies will be destroyed by this attack. When the enemy "Death" appears, he can only be defeated with a Mana Blast attack.

THE STORY

(As told by the Emperors Ghost)

I, the former Emperor of the once mighty Uricointi Empire, am now nothing more than a ghost, cursed to roam this world alone for my sins against the 4 immortal heroes. Mine is a story of betrayal, and the sorrows it has sown. It is a betrayal caused by my own hand against the 4 great heroes of my time. They were immortals, yet they served me, the Emperor, with loyalty and valor. They were known throughout our world by simple names that befit the personas which they displayed. They were the Warrior, the Valkyrie, the Wizard, and the Elf. Great deeds had been done by the 4 to maintain the balance of civilization and to spread the Empire throughout the barbaric regions of our world, but they did not see the threat that came from the heart of our Empire, the threat that was my doing.

The 4 had always trusted my wisdom and judgment, but they did not know that there was a dark spot at the core of me, a desire for something that I coveted more than the power of the Empire itself. It was their very immortality that I desired. I had 6 trusted advisors at that time, and they were men of magical skills and power who had stood by me through good and bad times. It was unknown to me then, but one of them did covet both my position and the immortality of the heroes as well. He spoke cunning words to me in the days of my weakness that turned my heart against the heroes and fully convinced me that the heroes themselves were a threat to all that I had accomplished. My thoughts grew dark and then I began to plot with my 6 advisors to magically steal the very immortality of the heroes. We lured the heroes to one place at one time, magically trapped them there and then bound them to the Great Tree Rit'i Malki which grew its very roots into the nexus of magical energy at the bottom of the world.

This horrible deed of betraying the 4 immortal heroes was the first of my seven sorrows and the only one which was in my power to undo. After the imprisonment of the heroes, the 6 turned on me as well, yet before I died, I used what magical energy that I had gained to destroy the great tree and to free the 4 heroes. I also left the heroes a message, begging their forgiveness for my betrayal and asking them to take up the mission to stop the 6 who would use their powers to ruin our world. So yes, I freed them, my 4 loyal heroes, the ones whose counsel I should never have dismissed. And now they must journey through the lands of our world to set right the wrongs that my betrayal and that of the 6 evil advisors have wrought. It is a world now made hostile and monstrous through the misdeeds of the evil men. Those 6 wicked men have taken up various forms, and using their new powers for dark magic, each now grows stronger as they bring a reign of chaos and terror upon our world. The heroes must seek out the 6 and destroy them all in battle to end the chaos and set right what my lack of judgment has wrought. All will be set right if the heroes can triumph. For the sake of our world, I hope they do.

Attack Name	Description	Combo	Alt. Combo 1	Alt. Combo 2
Backhand	Backhanded launch attack from block.	L1 + △		
Blinding Thrust	Sharp stabbing thrust, blinding victim.	□, ✕		
Chisel	Weapon smash stuns foes, breaks blocks.	✕, □		
Continental Assault	Onslaught of magic arrows bombards wide area.	➡		
Desert Circle	Circular slash knocks down surrounding foes.	✕,✕,△	✕,✕,✕,△	
Dismissal Strike	Weaving slashes attack multiple foes.	✕,✕		
Double Crescent	Following spin kick, hits large arc. Knocks down.	✕,✕,□		
Double Prod	More powerful stabbing attack. Breaks blocks.	□,□		
Falcon Pact	Front flip smashes ground. Launches, blinds foes.	□,□,△		
Great One Toss	Launches foe over attacker's head from long range.	⬇		
Guard Smash	Spinning uppercut attack. Launches foes.	△	□,△	✕,△
Knee Smash	Counterattack, knocks back.	L1 + □		
Light of the Underworld	Intense beam of energy blasts foes away.	⬅		
Lion's Claw	Lunging slash attack. Hits multiple enemies.	✕,✕,✕		
Lunge	Most powerful thrusting attack. Breaks blocks.	□,□,□		
One Hundred Cuts	Spinning flurry of slashes. Knocks down, blinds.	⬆		
Prod	Fast prodding attack. Breaks blocks.	□		
Provoke	Taunting slash attack. Hits multiple targets.	✕		
Serpent's Thrashing	Leaping slashes knock down foes, break blocks.	□,□,✕	□,□,□,✕	
Toe Touch	Low slash used against prone and small foes.	L1 + ✕		

Attack Name	Description	Combo	Alt. Combo 1
Chop	Overhand chop attack. Breaks blocks.	□	
Cloud Wind	Airborne knockback attack. Breaks blocks.	△, □	□,□,□,□,□
Crush	Powerful overhead crushing blow. Breaks blocks.	□,□,□	
Dissever	Upward stroke that launches multiple foes.	□,△	□,□,□,□
Double Chop	More powerful following chop. Breaks blocks.	□,□	
Double Slash	More powerful follow-up slash.	✕,✕	
Falcon's Launch	Backflip attack from block launches foes.	L1 + △	
Grasscutter	Ground attack for use on prone targets.	L1 + ✕	
Island Storm	Blinding blast of damaging cold to large area.	←	
Northern Slash	Leaping spin. Knocks down, breaks blocks, stuns.	→	
Northern Star	Massive leaping crush. Hits large area.	↓	
Nosebreaker	Dashing counterattack, knocks back.	L1 + □	
Queen's Defense	Pulls in enemies, then blasts them away.	↑	
Queen's Retaliation	Spinning knockdown attack. Breaks blocks, stuns.	✕,✕,□	✕,✕,✕,□
Rebel's Trick	Low slashing cut. Trips opponents.	✕,□	✕,✕,✕,✕
Slash	Basic slash attack. Hits multiple enemies.	✕	
Soul Harvest	Powerful knockback slash, igniting enemies.	□,□,✕	
Triple Slash	Stronger backslash attack. Hits multiple enemies.	✕,✕,✕	
Wing Swipe	Basic launching manuever.	△	

Attack Name	Description	Combo	Alt. Combo 1	Alt. Combo 2
Backslash	Sweeping attack hits multiple enemies.	⊗,⊗		
Double Wedge	More powerful hack attack. Breaks blocks.	□,□		
Elbow Drive	Counterattack. Knocks back.	L1 + □		
Hand of the Heavens	Smashing face blow. Knocks down, breaks blocks.	□,⊗		
Isle Bite	Spinning attack hits all surrounding foes.	⊗,⊗,⊗		
Isle Defense	Devastating circular knockdown attack. Breaks blocks.	↑		
Isle Reaver	Massive sweep attack. Sends foes flying.	□,□,⊗	△,□,⊗	
Isle's Flight	Launches enemy with upward slash.	△		
Noble Vault	Vaulting backflip from block. Launches foes.	L1 + △	△,□,△	
Oathbreaker's Might	Long-range burning attack. Breaks blocks.	→		
Reign of Blades	Burn launched enemy with spinning axe throw.	△,□		
Soldier's Mercy	Ground attack, for use on prone and small foes.	L1 + ⊗		
Soul Reaper	Massive sweeping blow, setting foes ablaze.	⊗,□	⊗,⊗,□	⊗,⊗,⊗,□
Stonesplitter	Massive crushing blow. Launches nearby enemies.	↓		
Tree Cutter	Basic slash attack, hits multiple foes.	⊗		
Triple Wedge	Strong crushing attack. Knocks down, breaks blocks.	□,□,□		
Vortex	Whirlwind axe manuever. Pulls in enemies, stuns.	←		
Wedge	Basic hack attack. Breaks blocks.	□		

WIZARD COMBAT MOVES

Attack Name	Description	Combo	Alt. Combo 1
Binding Stone	Draws all nearby foes together. Breaks blocks.	↓	
Galactic Spiral	Celestial fire rains down, burning nearby enemies.	←	
Half Moon	Farthest wave of energy. Knocks down, breaks blocks.	□,□,□	
Menhir Eruption	Rings of erupting stones launch foes, break blocks.	↑	
Moon Circle	Energy rings spiraling outward. Blinds enemies.	✕,□	
Path of Moons	Second defensive ring of energy. Knocks back foes.	✕,✕	
Path of Sky	Defensive ring of energy. Knocks back foes.	✕	
Path of Stars	Ring of massive energy. Breaks blocks, stuns.	→	
Quarter Moon	Focused wave of energy. Breaks blocks.	□	
Shadow Dive	Ground attack, for use on prone and small foes.	L1 + ✕	
Soul Menhir	Destroys target and creates area of effect attack.	□,□,✕	□,□,□,✕
Stellar Beacons	Burst of magic circles cause chain reaction damage.	✕,✕,□	
Stellar Repulsion	Strong electrical jolt. Knocks back far distance.	□,✕	
Tidal Pull	Launches foe over attacker's head from long range.	□,□,△	□,□,□,△
Tidal Push	Basic launch attack to distant enemy.	△	
Two Tides	Counterattack knocks down foes in front and behind.	L1 + □	
Waxing Moon	Second wave of energy. Breaks blocks.	□,□	

MAIN MENU

START GAME

DIFFICULTY

This option takes you directly to the Difficulty screen. Choose from Beginner, Normal (default), Difficult or Impossible. Once you select a difficulty, you'll go to the Character Selection Screen to choose a fighter and start your game.

CHARACTER SELECTION

Each player must press the ⊗ button to get started. Once a hero appears, press the directional buttons ← or → to select a character.

PLAY ONLINE

See Gauntlet Online, pg. 12 - 13.

LOAD GAME

If you've played and saved a previous game, select this option to access your memory card (8MB) (for PlayStation®2). You can then selected your saved game and characters then continue your saved game.

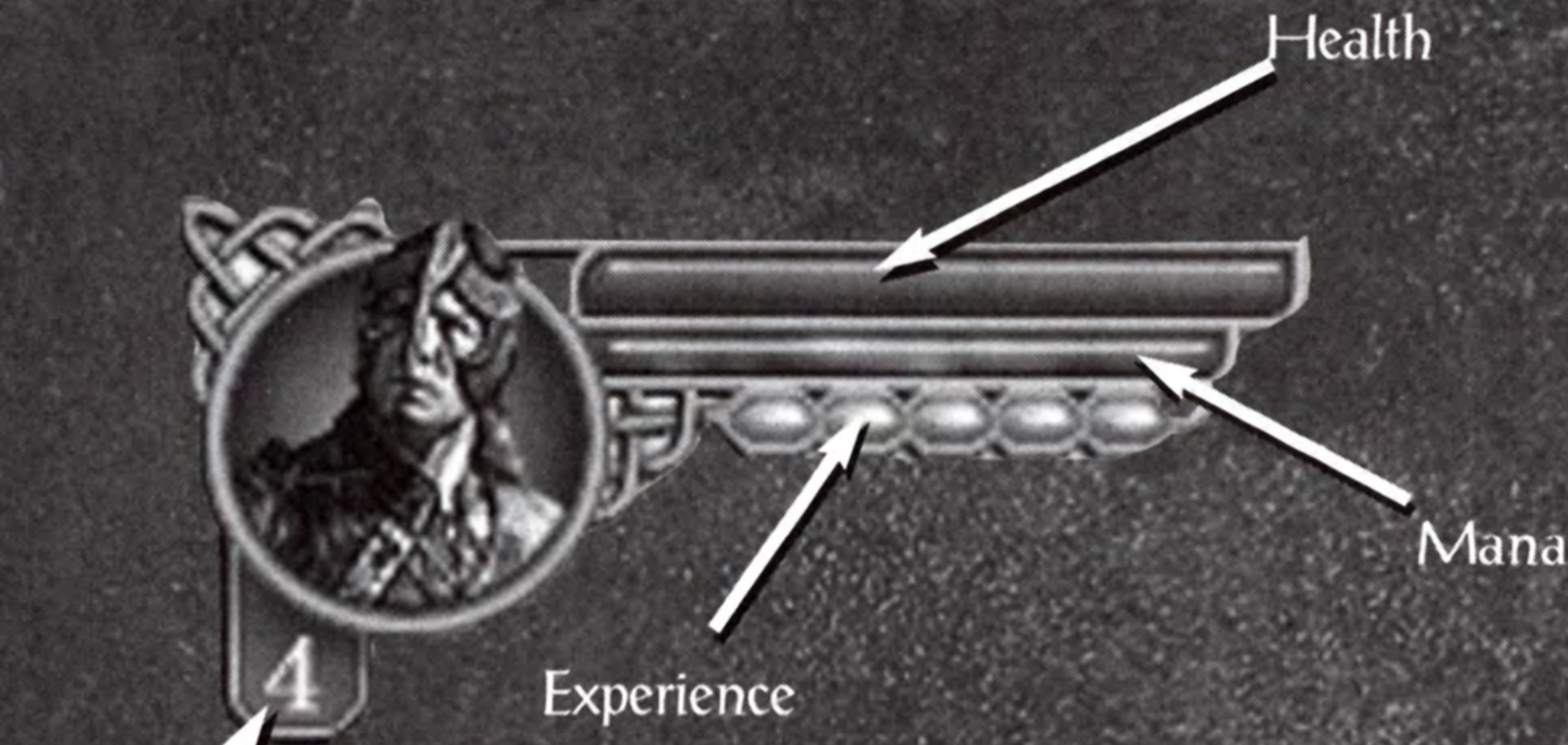
OPTIONS

Press the directional button ← or → to make volume adjustments to the Music, Effects or Voice. Do the same for Brightness if the screen looks a little dark. You can also turn the Vibration feature of your DUAL-SHOCK®2 analog controller On or Off.

EXTRAS

View Credits and an upcoming game Trailer.

THE HUD



EXPERIENCE

Experience is gained by killing enemies and generators. The more powerful the enemy the more experience a player will gain. Hand to hand combat increases experience. The meter illuminates green as you gain Experience. Once all five green points in the meter are full, you'll level up. When you level up, your Health and Mana will be refilled.

HEALTH

If Health diminishes completely, you're finished. There are a few ways to gain full health, but mostly you'll stay alive by picking up food. If you have full health, you will not be able to pick up food.

MANA

This blue bar fills up over time. When completely full, you can unleash a Mana Blast by pressing the R2 button. The Mana meter can also be depleted when using certain combos acquired after the end of each level.

GAUNTLET ONLINE

GETTING STARTED

Gauntlet: Seven Sorrows' new Online feature allows you to connect to the Internet and play the game online with other Gauntlet: Seven Sorrows gamers. Use the following procedure to get online:

Choose Play Online listed on the Main Menu screen to view the Network Setup screen. Enter your date of birth to proceed to the Network Configuration screen. If there are no valid network settings on the memory card in MEMORY CARD slot 1, an error message will appear and you can select the MANAGE option. If you want to create or modify network settings when a valid setting is present, press the ▣ button on the Network Configuration screen to select the Manage option. After selecting one of these options, follow the instructions within the "Add Settings" listing on the Network Settings screen to properly configure your PlayStation®2 computer entertainment system for online play.

Note: During Online Setup, you can't edit or delete AOL network settings.

NETWORK SETTINGS

Add Settings - Follow on-screen instructions to configure Internet settings.

Edit Setting - To make settings changes, follow on-screen instructions.

Delete Setting - Delete settings you'll no longer need.

Test Connection - To make sure you've successfully entered your setting, put the settings to the test.

Note: Network setting(s) can be created using the network adaptor start-up disc (SCEA) included with the (SCE network adaptor).

NETWORK COMPATIBILITY

Gauntlet: Seven Sorrows supports Online gaming using the SCE network adaptor (Ethernet/modem) (for PlayStation®2) to connect to the network. The in-game networking uses the official IANA registered Ps2 UDP port number:

ps-ams 3658/udp PlayStation® AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/firewall. GameSpy room pings require UDP Port 13139 to be open for unsolicited UDP.

Gauntlet: Seven Sorrows uses the following TCP and UDP ports:

TCP ports - 58286, 58287, 58288, 58290, 58291
UDP ports - 1000, 2060, 3658, 13139, 51171

GAUNTLET ONLINE

PLAY ONLINE

From the Main Menu, select Play Online.

Remember: You cannot see or join other games using a differrnt television standard, video mode or resolution.

Once you've read through the important disclaimer information before accepting to the terms of play and use, press the ⊗ button again to advance. Because you must be at least 13 years old to log on, you must enter your birthdate when prompted.

Note: You cannot create log on if you are under the age of 13.

The game will check for network settings on your memory card in MEMORY CARD slot 1. If the correct configuration is present, highlight and select your configuration to go to the Lobby. If you need to create a network setting, press the ▣ button to use the Manage option (see pg. 12 for more details).

THE LOBBY

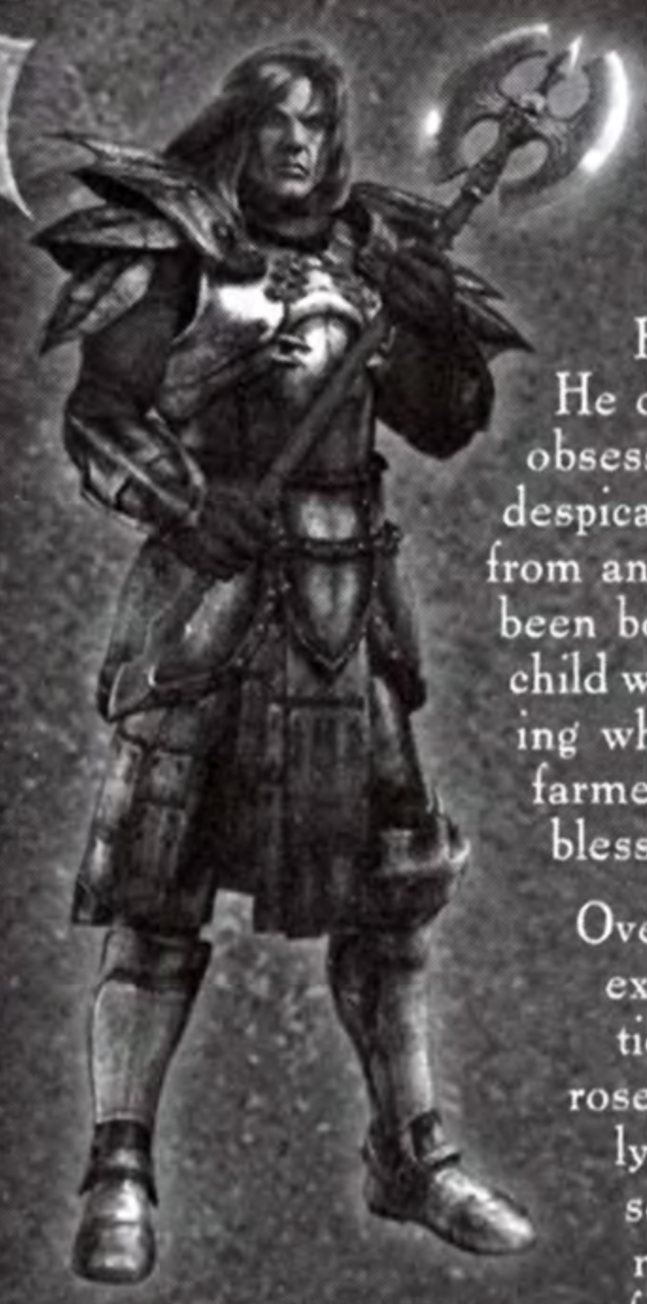
Once you're connected to Gauntlet: Seven Sorrows online, you'll have the Create Game option. To create a game, press the ▣ button, then select the map and difficulty setting. Press the ⊗ button to proceed to the game lobby for your game. From here, choose Select Character to select the character you want to play with. You can go back and change the map and difficulty by selecting Game Settings.

Once you're set and all players are ready, select Launch Game to get started.

You can also join a game that has been created by another person. From the online menu, highlight and select the created game to join the game.

The Refresh List option (◎ button) will refresh the window and display any new games that have been created.

GAUNTLET HEROES



WARRIOR (ATHALBRANDR)

The warrior was born over three hundred years ago on the northern islands of Heima. The warrior is quick to anger and slow to forgive. He believes in trading an eye for an eye, and always gives as good as he receives. He is a grim man, not fond of jokes or sarcasm. He has a short temper with people who are abusive or cruelly witty. He does not believe in mercy for the wicked. Though he hates people obsessed with social custom and status, he finds them more pathetic than despicable. As a boy, it quickly became apparent that the warrior was far from an ordinary person. Learned men told the parents that the child had been born "blessed". In fact, he was so blessed and so powerful that the child was already capable of heroic deeds and he would be truly awe-inspiring when he reached maturity. The scholars' words were true, and the farmer's son was quickly elevated to a retainer of the king, one of three blessed warriors in that ruler's company.

Over the course of many battles, the warrior proved that his capabilities extended far beyond those of the other two blessed immortals. His station within the kingdom was elevated even more. As his importance rose, his intolerance for what he saw as injustice grew even more quickly. Not all of the kings he served were honorable, and though the world seemed to grow smaller every day, the rigid traditions and social mores of Heima did not budge. The oaths of his people became silly formalities to the warrior. He grew tired of what he saw as foolish observances of social custom and the rigid application of the law. The kings of Heima were lucky that their transgressions were relatively slight in the eyes of the warrior. To cool his temper with wisdom, they assigned valkyries from Northís to protect the warrior. All of them died in battle. Only someone of extraordinary capabilities could hope to survive the intense brutality that he endured.

When a blessed valkyrie was born — blessed in the same manner as the warrior with immortality — she was groomed to be his companion. The warrior grudgingly accepted this valkyrie, but did his best to ignore all of the counsel she gave. Eventually the warrior moved on to serve the Emperor who united the kingdoms of their world, little knowing that this same man would betray him and his fellow immortals. His hate for the evil 6 Imperial advisers was the greatest of all the immortals.

ELF (IDAIN)

Born and raised in an underground Ailura city near the plains of the migrant Serpent Eaters, the elf was the youngest of the 4 immortal heroes. The elf is a friendly, naïve person with a positive outlook on life and an optimistic attitude toward what happens around him. His learning is informed more by idyllic philosophies than personal experience in the harsh world. Brutality and cynicism fill Idain with sadness, but he always maintains hope that the world can be better tomorrow than it is today. As a child the elders discerned that he was an immortal.

When he reached adulthood, he rose to a position of prominence in the council of his community. His intelligence, compassion, and curiosity were valued highly. When war came to the plains above their community, the council argued about whether they should help the Serpent Eaters fight the empire or stay out of the conflict. He saw that the Empire was bringing civilization to the nations of the world so he chose to serve the Emperor, little knowing that fate would bring a cruel twist to this allegiance. The elf would not abandon his immortal companions and would quest with them to destroy the evil 6 Imperial advisers

GAUNTLET HEROES

VALKYRIE (RAGNEITHUR)

The valkyrie was born almost three hundred years ago on Northís, the smaller of the two islands of Heima. The valkyrie is forthright, protective, and torn by inner conflict. She regrets not having helped the warrior when he needed her, but she believes deeply in the oaths and vows that she made to the king and even to the Emperor who betrayed her. She is slow to anger, slow to take vengeance, but quick to intervene when problems arise between people. She respects those who value honor, kindness, and loyalty. The only people who invoke her scorn are those who stand for nothing but themselves.

On Northís, women give birth to valkyries, guardians to selected male (and occasional female) warriors from Suthurhöfn. Valkyries are typically more well-educated and even-tempered than their warrior counterparts, and are meant to serve as protective and cautious influences over their charges. In the case of this particular valkyrie, she was chosen to serve as the guardian of the blessed immortal warrior Athalbrandr. Ragneithur was the only valkyrie ever born as an immortal; so she alone was capable of withstanding the same level of punishment as her companion.

During the valkyrie's training, the Winter Queen of Northís believed that Ragneithur was exceptional in her wisdom, bravery, and moral virtue. Given the warrior's brash attitude, her extraordinary talents were necessary. While those around her blindly clung to the traditions of Heima culture, the valkyrie had the wisdom and independence to embrace her culture while maintaining her own sense of morality. When the king of Heima made a treaty with the empire, she was upset, but did not defy his commands. She served the Emperor loyally until his betrayal of her and the 4 immortal heroes. Then she followed her oath and her warrior to rid the world of the evil 6 Imperial advisers.

WIZARD (MADOC)

The oldest of the four immortals, the wizard was born four centuries ago in the land from which the Serpent Eaters migrated, the plains of Gwaedmae. The wizard speaks and thinks in terms of time: seasons, tides, phases of the moon, stages of the heavens. He rarely is concerned with "pressing matters". He is usually the calmest in any situation, no matter how horrible. The wizard is often considered to be cold-hearted because of his detached, passive attitude toward even the most awful atrocities in the world. His black eyes reflect the chaos of the world, absorbing nothing. The wizard was born into the wild tribe of the Helwyr Gorau and was educated as an astronomer and priest.

Because the Serpent Eaters had much knowledge of magic, the early talents of the wizard did not seem particularly exceptional among the ranks of the magicians, but his immortal status would lead to his gathering of much knowledge concerning the magical arts. As his powers developed, he became even more attuned to the energy around him, and he mastered the astrological manipulation of magical forces in a startling amount of time. As with all priests of the Gwaedmae, the Wizard was also a leader of his people on the field of battle, and his forces were always victorious, making him utterly loathed by imperial forces and their allies. Yet the Emperor found his powers to be useful, like those of the other immortal heroes and convinced the wizard to join his cause to bring civilization to the world.

For all his power, the wizard was not prepared for the turn of events that would lead to his betrayal by the Emperor he served. His hate for the evil 6 Imperial advisers became nearly as severe as that of the warrior.

PICKUPS

FOOD

Turkey : Restores full health

Cheese : Restores some health

Ham : Restores a small amount of health

CHESTS

GOLD CHEST

These chests contain gold. Use the gold you pick up to buy new skills at the end of each level.

ITEM CHEST

Upgrade your weapon or your armor. All players get the upgrade whenever a chest is opened.

BREAKABLES

BARRELS, CRATES & VASES

Sometimes these objects drop food.

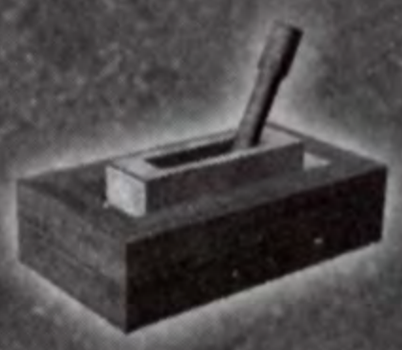
UPGRADES

Each character can upgrade their armor four times and their weapon four times. Each level of armor provides more defense, each level of weapon does more damage.

SWITCHES

There are basically four kinds of switches. Crank switches and floor switches are pretty basic, push switches more complex.

FLOOR SWITCHES



Walk up and press the R1 button.

TARGET SWITCHES

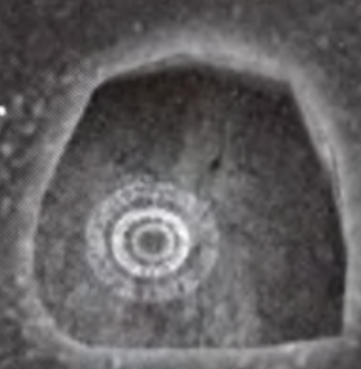
You'll need to shoot these switches to activate them.

PICKUPS

CRANK SWITCHES

Walk up, press and hold the R1 button until the crank switch has completed going around. Being hit while cranking a switch will cause the player to stop cranking, and the switch will return to its original position.

PUSH SWITCHES



Not really switches, but pushable objects with a circular icon. Approach the object, press and hold the R1 button then walk forward to push the object.

INTERACTIVE OBJECTS

A series of concentric rings surround these objects. Walk up to them and press the Interact button.

KEYS

Pick up keys to open doors and deactivate magic gates.

SILVER KEY

GOLD KEY

MAGIC KEY

TELEPORTERS

To activate a teleporter, ALL players in the game have to stand on the teleporter at the same time. After a brief moment to activate, the players will arrive at the teleporter's destination.

Teleporters often have to be activated before players can use them.

LEVEL END

There is always a portal that appears at the level end to show the player that they can continue on to the next level.

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Special Thanks
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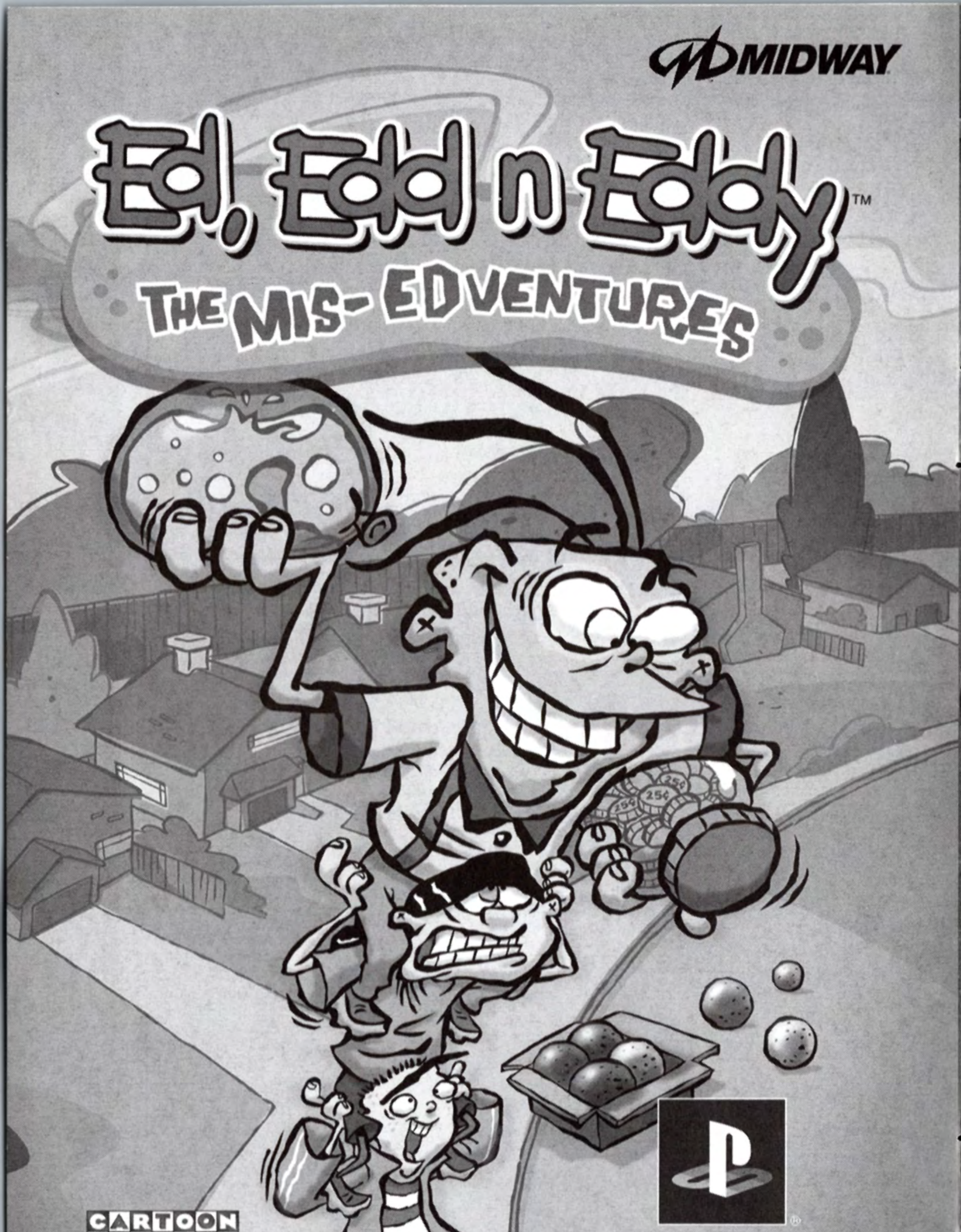

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PlayStation®2

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